

## **Working Game Title**

It's a numbers game (working title)

## **Summary**

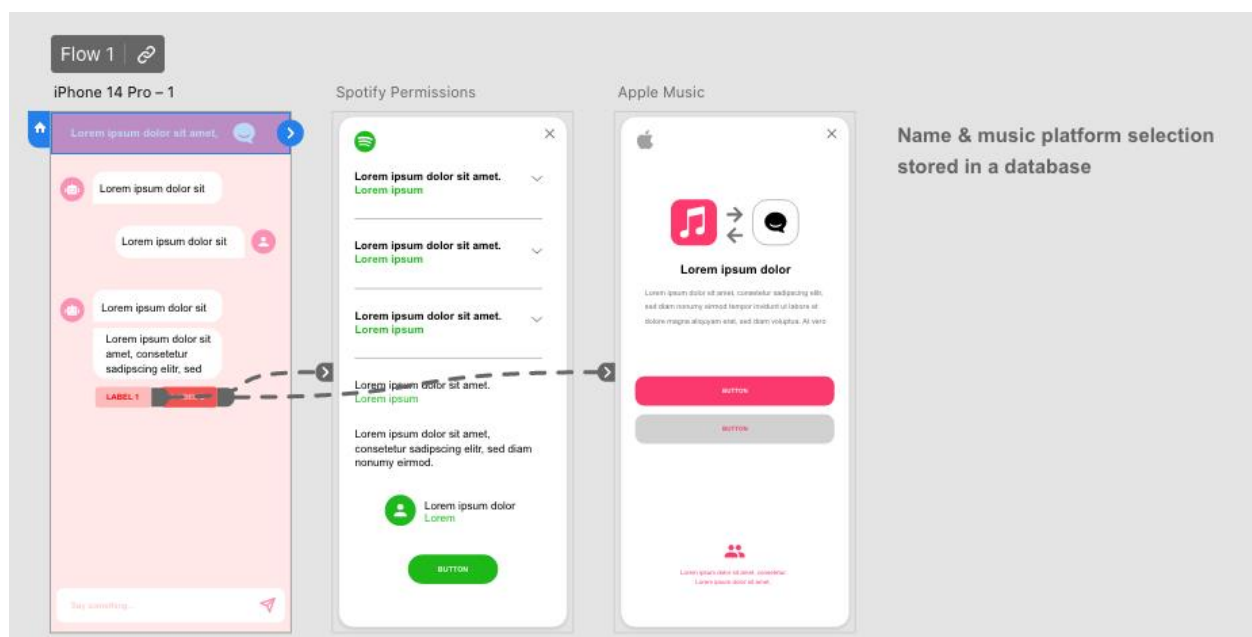
Social media plays a massive role in the lives of the younger generation today, it's virtually impossible to find people who have never used a social media platform before. We tend to spend countless hours on these social media platforms, many obsessing over numbers, latest trends, etc. This project's goal is to take this obsession and gamify it, exaggerating features on social media to drive people to want to use them more, with the goal of making the user hyper aware of these exaggerations to reflect on their own personal social media usage. Some features that'll be incorporated are a like system on posts, the more likes you get the more points you get for the game, you'll be able to see your own music streaming data in the music app where the more music you listen too the more points you get. With these points you can "purchase" more influence power to get more likes/interactions with your posts or you can use them to refill your heart container that drains each time you use an app. If you don't refill the heart container, you have to wait for it to refill on it's own.

## **Current stage in project**

As of right now, I have the start of the chatbot, which is the chatbot asking for the players name in the introduction stage of the game almost done, all that's left is to add the player's name into a database. What's next is for me to add getting the user

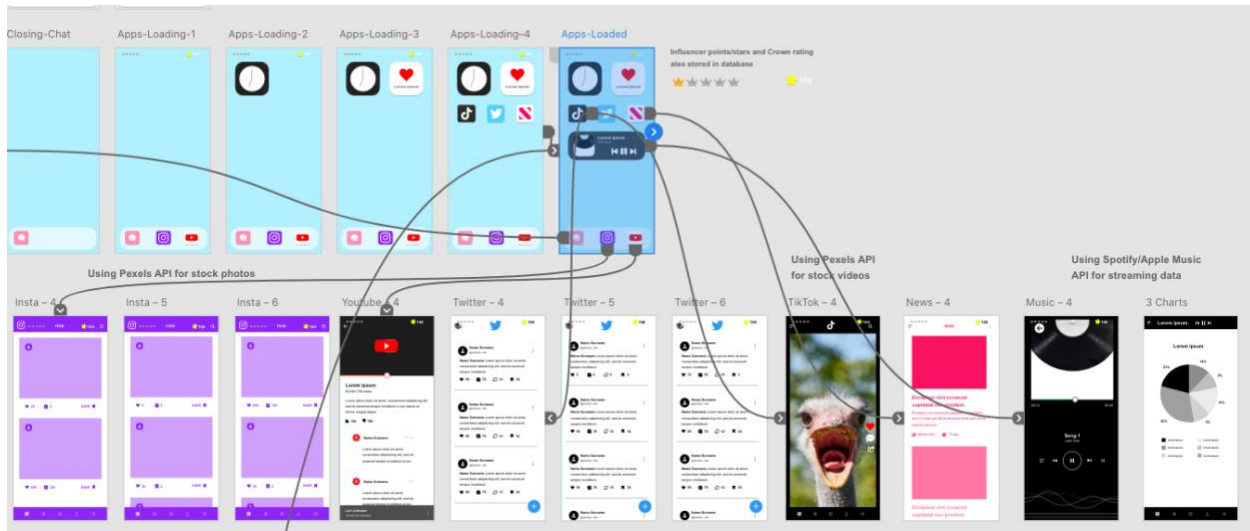
permissions for Spotify and/or Apple Music followed by the rest of the instructions of the game. Following this, the Music app will be implemented to get the point system started, the points and crown level data will be stored in the database as well. This is to keep track of how far into the game the player is as well as for easier access to that data throughout the rest of the game. I will then implement the draining heart feature and the modal popup that comes with it. Then the Instagram and other social media apps will follow.

## Diagrams of the overall system

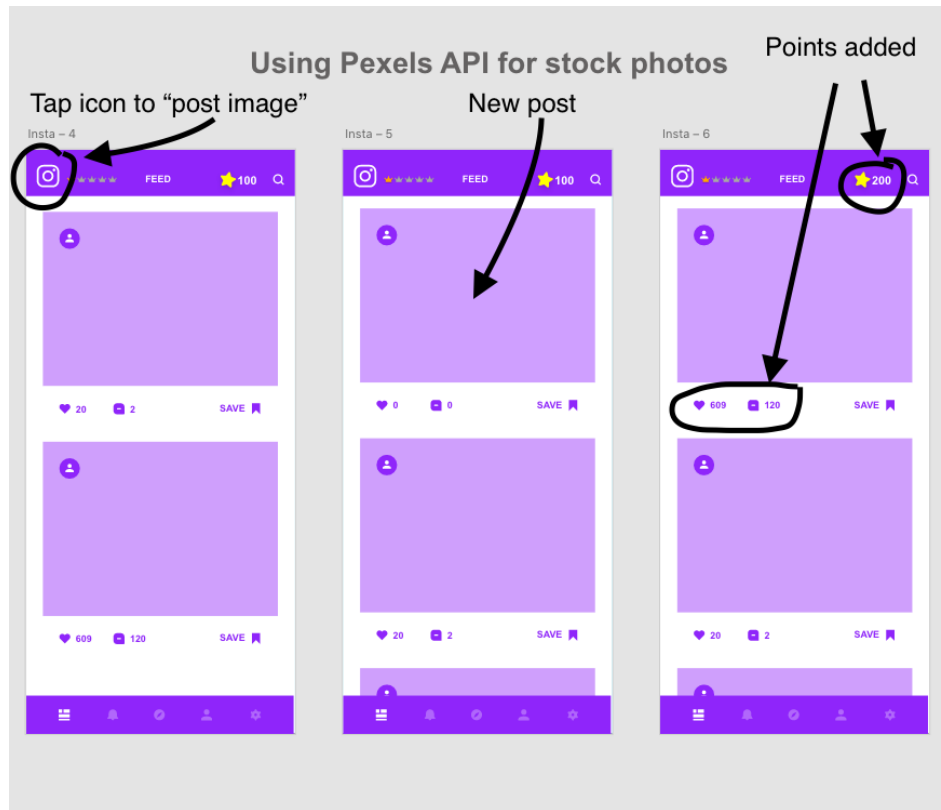


This is the introduction where the user provides their name and gives permission to use their spotify or apple music account for the game. The reason for collecting the name is so that it can be used as a sort of username for all the applications in the game. As for

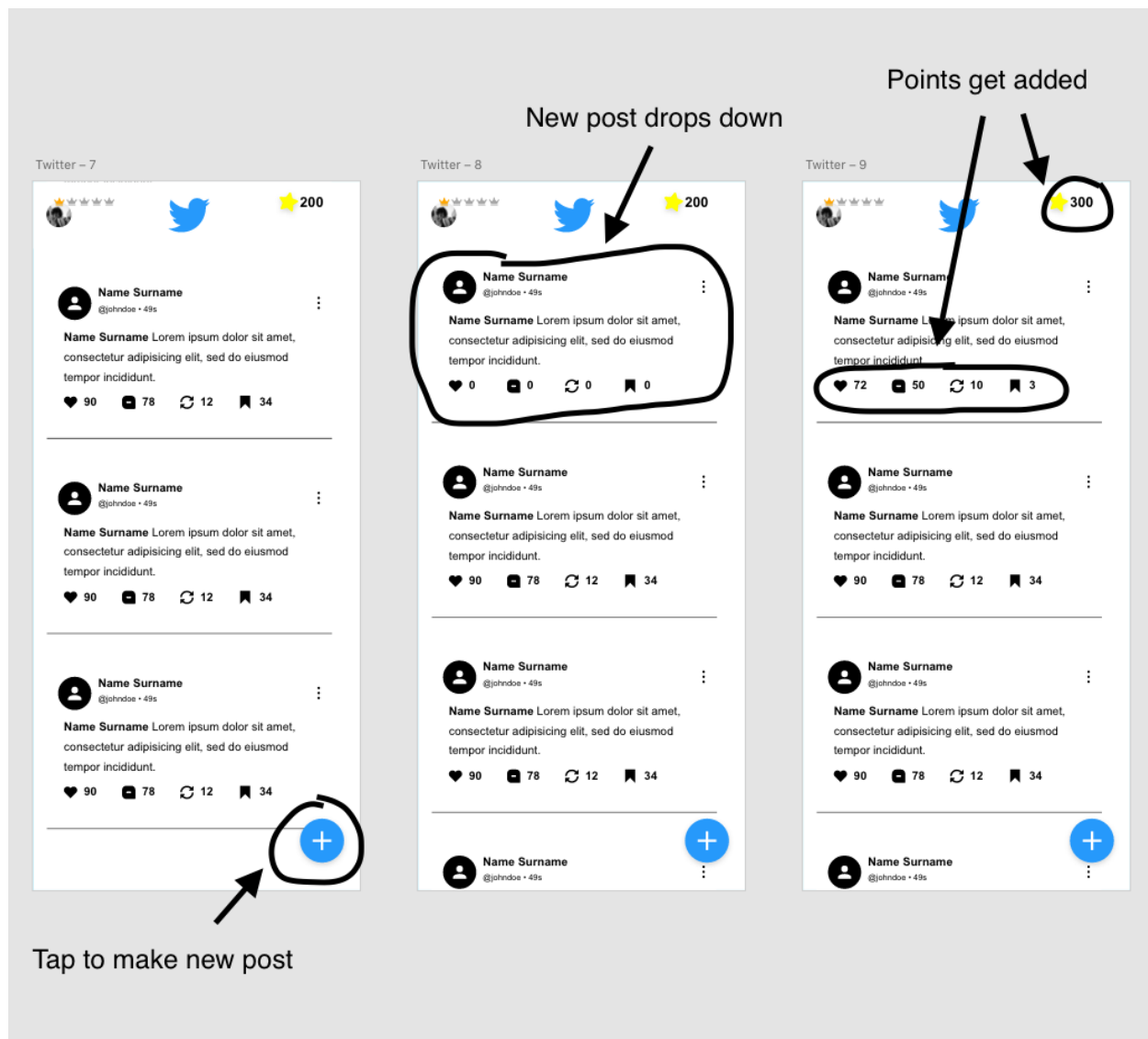
the music permissions that is specifically for being able to get and display specific streaming data associated with the users' accounts for the music player app.



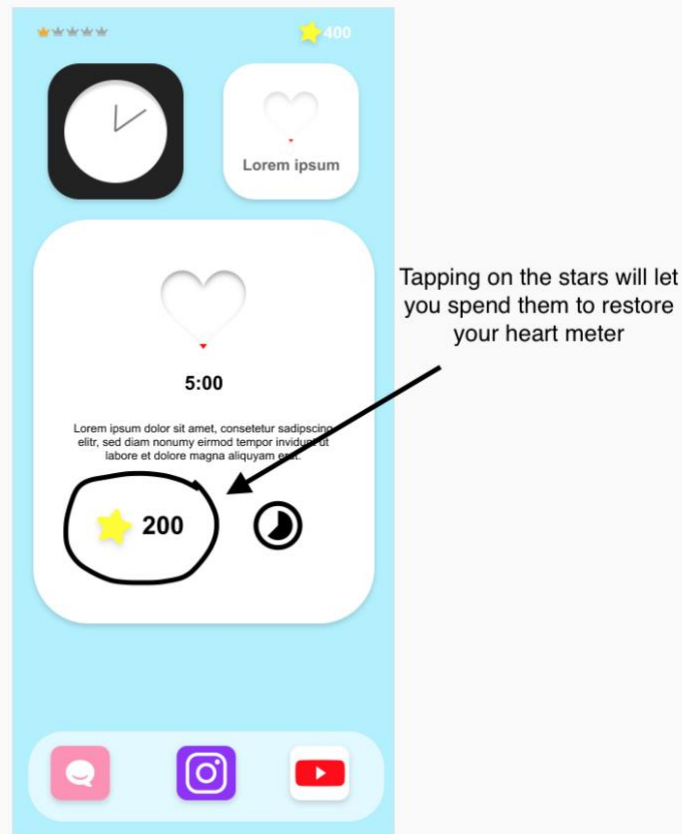
This is showing how clicking each app icon will open the appropriate app as well as telling which APIs will be used for each app.



This is showing the add post feature on the Instagram app, adding a new post will likely just add a randomly selected image from the Pexels API, however if time permits, I'd like to add the functionality of adding your own images. This also shows how when a post gets its liked points get added to the influencer stars.



Similarly this shows the same kind of post feature like Instagram however ideally I would like to have the user be able to either select a mood when they click the new post button which will generate a random post based on that emotion. Otherwise it'll just be a randomly generated post selected from a json file.



As the image says, once the heart meter runs out, the user will have the option to either spend their influencer points to instantly refill the meter or they can wait the allotted time. The purpose of this is to show the user how they will most likely spend the stars in order to continue playing the game to continue through this loop as to hopefully exaggerate the obsession people have with using these platforms.

## Detailed explanations for features

Although I haven't gotten there yet, I see the points feature working as intended with the different post and likes system throughout the social media platforms as at the start, the

number of likes a post gets will be completely randomly generated and once the crown levels increase then those randomly generated numbers will have increments of say 100 added to them per level you reach.

A feature I may need to modify or completely scrap is the YouTube and/or news app, the YouTube app because it may be a little redundant to have with the other video sharing app. As for the news app, that's primarily if I have time, ideally, I'd like for that app to have a new "article" each time you raise a crown level.

## **User Testing**

During the playtesting period I received a lot of very helpful feedback. One of the questions I had asked to everyone was how I can potentially add more incentive for the user to play the game and one of the answers I got really stuck with me and that was to have some of the applications locked until a user reaches a certain level. This would allow me to focus on coding only a select few apps while the others remain locked and if I have time to later implement the locked apps. Another bit of feedback I received was having the fake social medias to be showing other players posts that get saved in the database and be able to like & comment on those posts instead of having the posts and likes be randomly generated. Lastly it was brought to my attention that it's possible someone who doesn't use Spotify or apple music could be playing my game so in that case, a new option will appear for them where they get to listen to the radio instead of their music.

Link to prototype: <https://xd.adobe.com/view/6336fddb-1abe-4130-8b8f-49cfd2b7edfc-3665/>